What Is Claimed Is:

1.   A computer program product having a computer program for generating an audio signal stored on a computer readable storage medium,

wherein the computer program performs the steps of:

detecting a sound producing factor which is a cause of sound generation; and

deciding on a starting timing for producing a sound which corresponds to the sound producing factor, on the basis of the progress of music which is being reproduced at the time of generation of the sound producing factor.

2.   A computer program product having a computer program for generating an audio signal stored on a computer readable storage medium,

wherein the computer program performs the steps of:

detecting an operational signal output from a controller operated by a player as a sound producing factor which is a cause of sound effect generation for the processing of a game; and

deciding on a starting timing for producing a sound, which corresponds to the sound producing factor on the basis of the progress of music which is being reproduced at the time of generation of the sound producing factor.

3.   A method for outputting audio signal comprising the steps

of:

detecting a sound producing factor which is a cause of sound generation; and

deciding on a starting timing for producing a sound, which corresponds to the sound producing factor, on the basis of the progress of music which is being reproduced at the time of generation of the sound producing factor.

4.   A method for outputting audio signal comprising the steps of:

detecting an operational signal output from a controller operated by a player as a sound producing factor which is a cause of sound effect generation for the processing of a game; and

deciding on a starting timing for producing a sound, which corresponds to the sound producing factor, on the basis of the progress of music which is being reproduced at the time of generation of the sound producing factor.

5.   An audio signal outputting device comprising:

detecting means for detecting a sound producing factor which is a cause of sound generation; and

sound producing starting timing adjuster for deciding on a starting timing for producing a sound, which corresponds to the sound producing factor, on the basis of the progress of music which is being reproduced at the time of generation of the sound producing factor.

6.   A computer program product having a computer program for generating background music stored on a computer readable storage medium,

wherein the computer program performs the steps of:

generating an accompaniment which corresponds to the status of a game; and

generating a melody by detecting a sound producing factor which is a cause of melody generation and by deciding on a starting timing for producing the melody which corresponds to the sound producing factor on the basis of the progress of the accompaniment at the time of generation of the sound producing factor.

7.   A computer program product according to claim 6, wherein the progress includes information about a melody producing timing which is predetermined for every accompaniment.

8.   A computer program product according to claim 6, wherein the computer program further includes the step of deciding on a scale of the melody corresponding to the type of the sound producing factor.

9.   A computer program product according to claim 6, wherein the sound producing factor is an operational signal from a controller operated by a player.

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10.   A method for generating background music comprising the steps of:

generating an accompaniment which corresponds to the status of a game; and

generating a melody by detecting a sound producing factor which is a cause of melody generation and by deciding on a starting timing for producing the melody which corresponds to the sound producing factor on the basis of the progress of the accompaniment at the time of generation of the sound producing factor.

11.   A method according to claim 10, wherein the progress includes information about a melody producing timing which is predetermined for every accompaniment.

12.   A method according to claim 10, comprising the step of deciding on a scale of the melody corresponding to the type of the sound producing factor.

13.   A method according to claim 10, wherein the sound producing factor is an operational signal from a controller operated by a player.

14.   A game device comprising:

accompaniment generating means for generating an

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accompaniment which corresponds to the status of a game;

detecting means for detecting a sound producing factor which is a cause of melody generation; and

melody generating means for generating a melody by deciding on a starting timing for producing the melody which corresponds to the sound producing factor on the basis of the progress of the accompaniment at the time of generation of the sound producing factor.